## CLAIMS

1. (currently amended) A method of mapping the Internet to generate an optimized set of proxy points in a local name server address space, comprising:

for a given pair of data centers each accessible over the Internet, physically executing a trace route over the Internet from each data center to a given local name server, wherein the given local name server is one of a plurality of local name servers that end user clients use to access resources on the Internet;

locating an intersection of the trace routes at a common routing point; and

assigning an Internet Protocal (IP) address of the common routing point as a proxy point in the local name server address space.

2. (original) The method as described in Claim 1 wherein the data centers are mirror sites that host content from at least one content provider.

3. (original) The method as described in Claim 1 wherein the common routing point is a first common point when viewed from a perspective of the data centers.

4. (original) The method as described in Claim 1 wherein the common routing point is a last common point when viewed from a perspective of the given local name server.

5. (currently amended) A method of generating a network map to be used in routing end user local name server requests to a set of content provider mirror sites, wherein the content provider mirror sites are each accessible over a public Internet, and wherein the end user local name server is one of a plurality of end user local name servers that clients use to access resources on the public Internet, comprising:

for each local name server, physically directing a trace route over the public Internet from each content provider mirror site to the local name server;

determining a point in the public Internet adjacent an intersection of the trace routes; and

associating an IP address of the point to a given one of the content provider mirror sites in the map.

6. (original) The method as described in Claim 5 wherein the point is the intersection of the routes.

7. (currently amended) A method of generating a network map useful for determining which of a set of mirror sites should receive a client name server request, wherein the mirror sites are each accessible over a public Internet, and wherein the client name server is one of a plurality of client name servers that clients use to access resources on the public Internet, comprising:

dynamically determining a set of proxy points, wherein each proxy point of the set of proxy points is determined by physically directing a trace route over the public Internet from each of the set of mirror sites toward a given name server and determining a given point in the public Internet where the trace routes from each of the set of mirror sites intersect;

periodically probing each of the proxy points from each of the set of mirror sites to generate given data; and

using the given data to generate the network map.